PRICES

ALL PROGRAMS ON CASSETT WITH NORELCO BOX
**** WE PAY THE FIRST CLASS POSTAGE ****

COD ORDERS ... ADD $3   TEL 203-644-1817

OVERSEAS ..... ADD $1 PER PROGRAM/MODULE
                    FOR AIRMAIL,
            MONEY ORDERS FOR U.S.
            CURRENCY ONLY

COD ORDERS SHIPPED WITHIN 24 HOURS
SEND MONEY ORDER FOR 48 HOUR SERVICE

PAC RAT	9.95
ZAP	9.95
LOGIC	9.95
ADVENTURE IN MURDER	
SPECIFY 8K.........	9.95
16K	9.95
DEPTH CHARGE.................	9.95
ROAD RUNNER	9.95
COPY CAT	9.95
DIGITAL CLOCK	9.95
TORPEDO	9.95
BIO RHYTHM	9.95
AUTO CLINIC (16K)........	9.95
FINANCE 8K....	9.95
DICE	9.95
WUMP_DRAC	9.95
FOOTBALL	9.95
MAZE	9.95
FIRE	12.95
STARSHIP	12.95
BUGGER	12.95
DEFENDER	12.95
UBET	12.95
FINANCE 16K	12.95
HUMBUS SPECIFY 8K....	12.95
16K	12.95
CASY	12.95
TRIPLE WHAMMY	12.95
SECRETS W/GRAPHIC PRIMER....24.95	
ROMMON 2.3	34.95
8K EXPANSION KIT	59.95
DUST COVER..........	12.95

(handwritten notes: RICK, BILL, COPY)

◄ SPECIFY SIZE, IM-1 OR IM-1 WITH EXPANSION UNIT
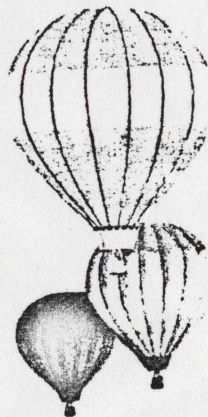
SPECIALS

|		
1	SECRETS WITH GRAPHIC PRIMER AND ANY 3 OF THE 9.95 PROGRAMS	$49
2	ANY 5 OF THE 9.95 PROGRAMS	$39
3	ANY 7 OF THE 9.95 PROGRAMS	$49
4	ROMMON 2.3 PLUS ANY 3 OF THE 9.95 PROGRAMS	$54

✗ IF YOU WOULD PREFER TO SUBSTITUTE A 12.95 PROGRAM IN ONE OF THE ABOVE SPECIALS, ADD $2 FOR EACH ONE SUBSTITUTED.

IF YOU WOULD PREFER TO SUBSTITUTE THE DUST COVER FOR ONE OF THE PROGRAMS IN THE SPECIAL, ADD $5.

SEND CHECK OR MONEY ORDER TO:

    R. EISMAN
    68 KELLY ROAD
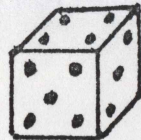   SO. WINDSOR, CT
        06074
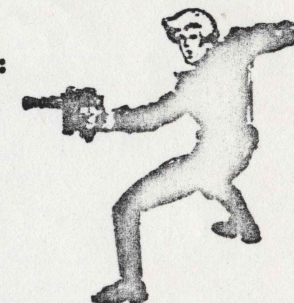
MANY OF OUR PROGRAMS WILL SOON BE RELEASED FOR THE TRS80 COLOR COMPUTER AND THE VIC20. IF YOU HAVE ANY FRIENDS (OR ENEMIES), WHO MAY BE INTERESTED, HAVE THEM DROP US A LINE
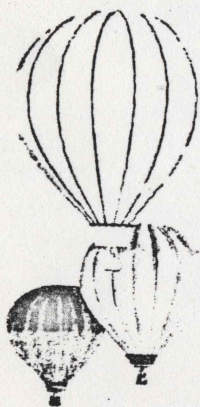
** COLOR MNTR REQUIRED- SOME COLORS DO NOT CONTRAST WELL WITH OTHERS, HENCE A COLOR TELEVISION IS REQUIRED.
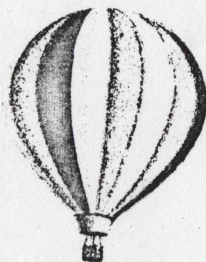
DICE

A COMPUTERIZED VERSION OF THE OLD CLASSIC
DICE GAME, YAHTZEE. MANY HOURS OF FAMILY
FUN AND ENJOYMENT HERE.

TRIPLE WHAMMY

1 TAPE WITH 3 GRAPHIC GAMES.
ORIGINALLY AIMED AT THE YOUNGSTERS
WITH EASY INSTRUCTIONS & LOTS OF
COLOR. BUT GONDOLA HAS CAUGHT ON
WITH ALL AGES.

1. THE PITTS...RACE AROUND THE PITTS TO REACH
   THE SAFE HOUSE. THE MORE YOU MOVE THE MORE
   PITTS APPEAR.

2. SAUCER SHOOT-OUT..2 PLAYERS BATTLE IT OUT
   IN A HEAD ON SPACE DUAL.

3. GONDOLA..FLY A COLORFUL BALLOON OVER THE
   MOUNTAINS AND LAND SAFELY BETWEEN THE TREES.
   WIND, GRAVITY AND CLOUDS ARE A FACTOR TO
   CONSIDER. IT LOOKS EASY.. HA HA HA

PROGRAMMING ?
WE TRY TO ANSWER ALL, SEND WITH SELF ADDRESSED
STAMPED ENVELOPE.

THE BASIC APF IMAGINATION MACHINE ACCEPTS 8K
PROGRAMS. TO USE THE 16K PROGRAMS THE EXPANSION
INTERFACE W/CARTRIDGE OR OUR 16K INTERNAL KIT
                    MUST BE INSTALLED.
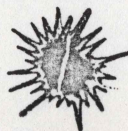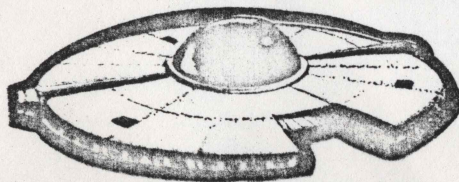
CASY

AN ASSEMBLER/DISASSEMBLER ON CASSETT, OCCUPYING
APPROX. 3K OF MEMORY. SIMPLY LOAD AND MAKE THE
CALL SPECIFIED ON THE INSTRUCTION SHEET. THE
PROGRAM WILL THEN BE PLACED AT THE END OF YOUR
RAM MEMORY. YOUR MACHINE LANGUAGE WILL BE STARTED
AT A407. (YOU CAN SPECIFY A DIFFERENT STARTING
LOCATION). A407 IS WITHIN A REMARK STATEMENT SO
THAT WHEN YOUR FINISHED WITH YOUR MACHINE ROUTINE
YOU CAN CHANGE THE END OF MEMORY POINTERS AND
WRITE A BASIC PROGRAM, REMOVING CASY FOR THE
FULL 8K. CASY WILL NOT ACCEPT AN IMPROPER CODE.
USE CASY AS A DEBUG DEVICE,

1. LOAD CASY
2. FOLLOW STEPS 1-7 TO LOAD YOUR PROGRAM
3. START DISASSEMBLY
   THE DISASSEMBLING WILL STOP WHEN AN
   IMPROPER CODE IS ENCOUNTERED
4. ENTER THE MACHINE MONITOR MODE (TYPE A)
5. CORRECT THE ERROR AT THIS LOCATION
6. RETURN AND CONTINUE THE DISASSEMBLY CHECK

FOOTBALL

A NON GRAPHIC GAME OF FOOTBALL, FOR 1 OR 2
PLAYERS. TWENTY PLAY SELECTION PER TEAM.

WUMP DRAC

WUMP-DRAC & DESERT CAMEL - ENTER THE GANASTONIA
MINE AND HUNT THE CLASSIC.MONSTER, BUT WATCHOUT
AS DRAC IS BACK. GAME TWO ON THIS TAPE WILL
PLACE YOU IN THE MIDLE OF THE DESERT WITH ALL
THE ACCOMPANYING HAZARDS. ALOT OF NON GRAPHIC
FUN.
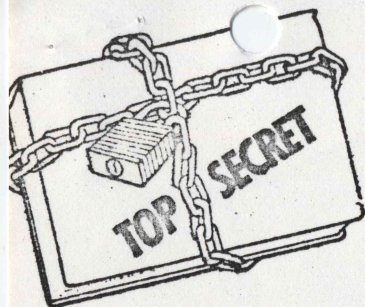
SECRETS

WHAT ELSE CAN BE SAID ABOUT SECRETS. THE APF
EDITOR SAID "PROFESSIONAL, JUST WHAT THE DOCTOR
ORDERED, WE RECOMMEND IT" , WE ARE CONSTANTLY
RECEIVING CALLS AND LETTERS OF PRAISE. A MANUAL
DEVOTED ENTIRELY TO THE IMAGINATION MACHINE. IF
YOU ARE IN DOUET ABOUT THE VALUE OF SECRETS,
SIMPLY ASK ANOTHER OWNER.
OVER 80 PAGES OF ROUTINES AND PROGRAMMING TIPS.
IF YOU WANT THEORY, GO TO THE LIBRARY, BUT IF
YOU WANT TO PUT THE IM-1 TO USE, BUY SECRETS.
IT COVERS THE QUIRKS, BASIC, CONVERSION, LOW
RESOLUTION, HIGH RESOLUTION, AND EVEN HAS A
SECTION THAT GIVES A START IN MACHINE LANGUAGE.
ROUTINES FOR JOYSTICKS, PRINTS, MOVEMENT, SORTS,
BAR CHARTS, SQR ROOT, LEFT/RT/MID STRINGS, CALLS,
POKES ETC ETC ETC. CREATE A MAN IN HIGH RES USING
BASIC, THEN WITH WITH MACHINE LANGUAGE. THEN
WRITE A ROUTINE TO MAKE HIM RUN. CALLS THAT YOU
CAN USE TO SPEED UP YOUR BASIC, ROUTINES TO
BOUNCE A BALL, ALPHABETICAL & NUMERIC SORTS, ETC
STEP BY STEP PROCEDURES IN EASY TO FOLLOW STEPS.
SECRETS COMES WITH GRAPHIC PRIMER, A TWO PROGRAM
TAPE. ONE PROGRAM CREATES A SHOOT THE MOVING TARGET
GAME IN EASY STEPS W/ DETAILED DESCRIPTIONS ON
EACH STEP. THE SECOND PROGRAM DEMONSTRATES SOME
OF THE SECRET MANUAL ROUTINES IN CASE FURTHER
CLARIFICATION IS NEEDED. AN ACCOMPANYING PAGE
LISTS THE LOCATION OF EACH ROUTINE FOR FURTHER
EXAMINATION. A PROGRAMMERS NOTEBOOK, A STEP BEYOND
TUTOR 24.95

NOTE: WE PAY THE POSTAGE, DEALER PREP, DESTINATION
CHARGES, TAXES, ETC
THE PRICE YA SEE IS THE PRICE YA PAY
IF A PROGRAM FAILS WITHIN 30 DAYS, WE REPLACE
IF A PROGRAM FAILS WITHIN A LIFE TIME, SEND
$1.50 (POSTAGE) AND ORIGINAL FOR A REPLACEMENT

BUGGER
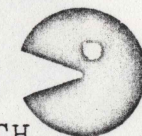
YOUR A LITTLE BUG WHO HAS FALLEN
INTO A LARGE SPIDER WEB. THE WEB
IS INHABITED BY 5 LARGE SPIDERS, EACH
WITH ITS OWN PERSONALITY. CAN YOU AVOID
THE CREATURES AND EAT ALL THE TIDBITS IN
THIS MAZE??? 3 SKILL LEVELS IN THIS TOP SHELF
ARCADE GAME.
(CAUTION: SPRAYING YOUR TV WITH RAID CAN
  CAUSE ELECTRIC SHORTS AND BLURRED VISION)

PAC RAT
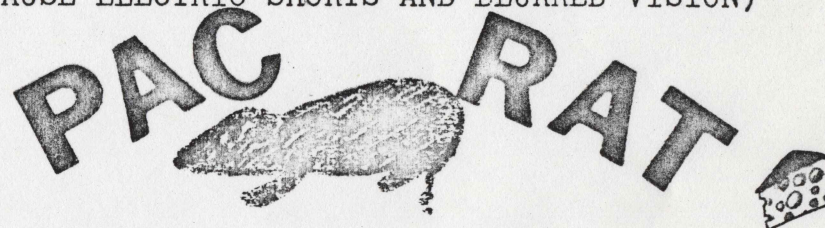
BE THE QUICKEST RAT ON YOUR BLOCK WITH THIS
CHEESY GRAPHIC GAME. TWO PLAYERS RACE AROUND
THE OBSTACLES TO GET THE CHEESE, FIRST ONE
TO REACH THE CHEESE GETS TWO POINTS, OR GRAB
YOUR OPPONENTS RAT FOR ONE. YOU WILL HAVE TO
HURRY, THE CHEESE GETS MOLDY AND HAS TO BE
MOVED.
    (2 PLAYERS AND A COLOR MNTR REQ'D)

COPY CAT

YOU MUST MATCH THE COMPUTERS COLOR AND TONE
IN THIS SIMON TYPE GAME. THE SCREEN IS DIVIDE
INTO FIVE AREAS, EACH WITH ITS OWN COLOR AND
TONE. MATCH WITS WITH THE COMPUTER AND SEE
HOW MANY MATCHES YOU CAN MAKE. TIME LIMIT ON
RESPONSE TIME. JOYSTICK INPUT, TOTAL MATCHES
SHOWN AT GAME END.

    WON'T YOU BE A COPYCAT ?????????

HUMBUS

A COMPUTERIZED LEDGER FOR HOME OR BUSINESS
THE 8K VERSION CAN HAVE UP TO 30 CATEGORIES
THE 16K, 90 CATEGORIES. EACH CATEGORY CONTAINS
24 SUB TITLES OF YOUR CHOICE. THE SUB TITLES
THAT YOU SELECT WILL BE THE SAME FOR EACH OF
THE CATEGORIES. YOU MAY ASSIGN UP TO A 3 DIGIT
VALUE TO ANY OF THE SUB TITLES. ALL INPUTS
ARE SAVED AT THE PRESS OF A BUTTON.
THE MENU:
1. ADD OR DELETE A CATEGORY
2. CHANGE ALL SUB TITLES
3. TOTAL ALL SUB TITLES
   (FOR ONE CATEGORY)
4. TOTAL ALL CATEGORIES
5. MAILING LIST (PRINTS 3 LINES
   OF EACH CAT. , INPUTS FOR
   LABEL SPACING AND CHARACTER
   WIDTH)
6. CSAV
7. CHANGE OR ASSIGN VALUES TO
   ANY SUB TITLE, ANY CATEGORY
8. SELECT A CATEGORY

THE FORMAT:
P. APPLE ←——————— 13   MAXIMUM NUMBER OF
43 CORE DRIVE ←——— 22   CHARACTERS
MCINTOSH, OH 45555 ←——— 22

JAN81 322 FEB81 ←——— 5
APR81 409 MAR
JLY81 522
OCT81 455 ←——— 3
JAN82 22
APR82
JLY

SPECIFY 8K OR 16K VERSION

DO YOU FIND YOURSELF RUNNING OUT OF MEMORY?
NOTICE THE LARGE AMOUNT OF MEMORY REQUIRED
FOR ARRAYS AND NUMERIC SUBSCRIPTS. THEY USE
ALMOST 7 TIMES AS MUCH MEMORY AS A STRING OF
THE SAME SIZE. TRY USING THE STRINGS INSTEAD.
WITH ALITTLE IMAGINATION A FORMULA CAN BE USED
TO CONVERT THE STRING VALUES FOR YOUR NUMERIC
OPERATIONS.
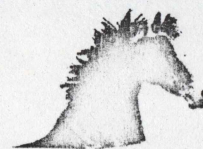
UBET

AS THE HORSES ENTER THE TRACK 1 TO 6 PLAYERS
CHECK THE ODDS BOARD, RUSH TO THE BETTING WINDOW
AND MAKE THEIR WAGERS. THE STEEPLECHASE IS ABOUT
TO BEGIN . . . .
     THEN THE HORSES BREAK FROM THE GATE IN HIGH
RES COLOR AND DETAIL. FEEL THE EXCITEMENT IN THE
AIR, HEAR THE SOUND OF THEIR HOOVES, THE SMELL OF
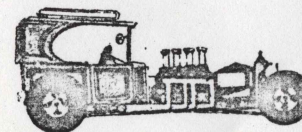THE TRACK AND ENJOY THE THRILL OF A WINNER.
          (SMELL NOT INCLUDED)

ZAP

     ELUDE THE COMPUTER ROBOT GUARDS IN THIS
GRAPHIC GAME. CAN YOU ESCAPE BEFORE THE
REINFORCEMENTS ARRIVE ? (5 SKILL LEVELS)
          (COLOR MNTR REQ'D)

Auto Clinic

A GENERAL GUIDE TO AID IN
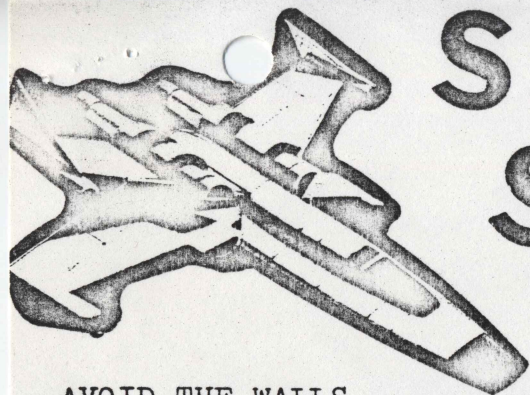TROUBLESHOOTING TODAYS
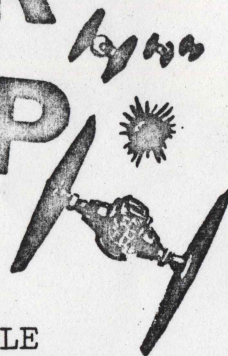AUTOMOBILES.
(SORRY, 16K ONLY)
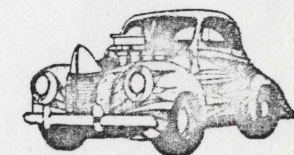
Road Runner

SPEED DOWN THE LANE IN
ROADSTER IN THIS FAST
ACTION ARCADE GAME.
BRAKE AND ACCELERATE,
BUT DON'T FRET...

ACE AMBULANCE IS STANDING BY
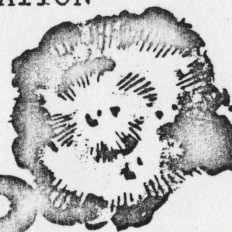
STAR SHIP

AVOID THE WALLS
  MISS THE ONCOMING METEORS AND IF ABLE
  TRY TO SHOOT THE TIE FIGHTERS. SOME OF
  TIE FIGHTERS CAN DEFLECT LASER FIRE, SO
  SHOOT AND MOVE, SHOOT AND MOVE.

(IF YOU THINK THAT YOUR TIMING, COORDINATION
AND JUDGEMENT IS GOOD ENOUGH)

DEFENDER

DEFEND THE CITY AGAINST A MISSILE ATTACK. AN
EXTREMELY FAST GAME REQUIRING EXTREMELY
FAST REFLEX ACTION. THE FIRST FEW TIMES THAT
YOU TRY THIS ONE IT APPEARS TO BE SHEER LUCK
BUT FOR THOSE THAT HANG IN THERE, TERRIFIC
SCORES ARE POSSIBLE.
(THIS IS NOT THE ARCADE GAME NAMED DEFENDER,
  IT IS MORE OF A MISSILE COMMAND TYPE)

DUST OFF

PREVENT THAT KEYBOARD BOUNCE AND OTHER DUST
RELATED PROBLEMS BEFORE THEY OCCUR W/ A HEAVY
VINYL DUST COVER. CUSTOM HEMMED AND STITCHED
BLACK VINYL, DESIGNED ESPECIALLY FOR THE IM-1.
NOW YOUR UNIT CAN COMPLIMENT ANY ROOM. PLEASE
SPECIFY: IM-1 OR IM-1 WITH EXPANSION

FOR FAST ACTION, HIGH RES AND ANIMATION TRY ...

FIRE
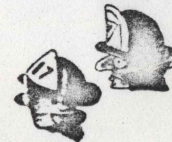
THE WOODLAWN APARTMENT COMPLEX IS ON FIRE. THE
OCCUPANTS ARE LEAPING FROM THE WINDOWS. ARMED
WITH A NET, YOU MUST ATTEMPT TO CATCH THE POOR
JUMPERS BEFORE THEY GO SPLAT AND HIT THE TURF.
3 SKILL LEVELS ALLOW TOP SHELF FUN FOR ALL OF
THE FAMILY.

  (AND THEY SAY DON'T PLAY WITH FIRE)

BIO RHYTHM

INTELLECTUAL, EMOTIONAL AND PHYSICAL CYCLES FROM
BIRTH. ENTER THE BIRTHDAY AND TODAYS DATE TO
OBSERVE THE CYCLES AND KNOW ...
  "WILL YOU HAVE A GOOD DAY TODAY ?"
TRY YOURSELF, FAMILY, FRIENDS OR FAMOUS PEOPLE

ADVENTURE IN MURDER

ENTER THE 20 ROOM MCDERMITT MANSION AND FIND
OUT WHO KILLED MRS. MCDERMITT. CATCH THE CAT
AND SLAY THE KILLER IN THIS CLUE TYPE THRILLER.
YOU MOVE, THE CAT MOVES AND THE KILLER ALSO
MOVES. SPECIFY 8K OR THE 16K EXPANDED VERSION.

TIPS FOR PRESENT OWNERS ONLY
IT HAS BEEN OVER A YEAR NOW AND WE HEAR THAT
SOME OF YOU POTENTIAL CRIMEBUSTERS HAVE BEEN
UNABLE TO ACCOMPLISH THE ENTIRE OJECTIVE.
AS YOU KNOW, IF YOU ENTER A ROOM THAT IS
CONNECTED TO A ROOM CONTAINING A HAZARD, A
CLUE IS GIVEN. AFTER OBTAINING AFEW CLUES AND
APPLYING ALITTLE LOGIC YOU CAN PINPOINT THE
ROOM TO AVOID. SIMILAR CLUES ARE GIVEN FOR THE
                                        OVER

KILLER. HOWEVER, THE KILLER IS GIVEN THE OPTION
OF MOVING AFTER THE CLUE BUT BEFORE YOU CAN
REACT. HE WILL MAKE HIS MOVE 50% OF THE TIME. IF
THIS WAS NOT THE CASE, FIRING INTO EACH OF THE
AJOINING ROOMS WOULD ALWAYS GET EM, LIKEWISE FOR
THE CAT.

WATSON

PS THE COMPUTER KNOWS YOUR SELECTION BY
SCANNING THE STATUS BOARD FOR A SINGLE ?

$ FINANCE $

THERE ARE MANY FINANCE PROGRAMS ON THE MARKET,
BUT YOU MUST USE THEM ALL TO EQUAL THIS ONE. ONE
PROGRAM THAT DOES IT ALL, KEEP THE CREDITORS
FROM THE DOOR, KEEP THE RELATIVES HAPPY BY NOT
FORGETTING THOSE DATES. EVERYTHING IS SAVED AT
THE PRESS OF A BUTTON.
THE MENU:

1. MONTHLY EXPENSES (10 CATEGORIES)
2. ANNUAL EXPENSES   user selectable
3. CREDIT OWED   categories

8K
16K
4. SAVINGS AND ASSETS
5. CHECKBOOK BALANCER
6. CALCULATIONS
7. CSAV   sends 1,2,3,4
8. TO THE PRINTER   to printer
9. PERSONAL CALENDER
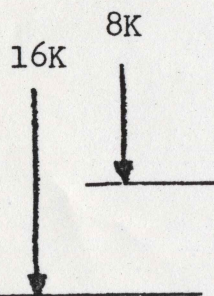
10. 24 MONTH   5 lines of
11. FIVE NOTEPADS   storage for
                        each month
                        selectable by
                        month

3 24mo. charts for
your records, user
selectable titles

5 separate notepads to store additional info and
notes, each notepad has 10 LINES of storage space

DIGITAL CLOCK

TURN YOUR MONITOR INTO A CLOCK. A DESK, CHAIR AND
DIGITAL CLOCK ARE DISPLAYED. INPUT THE TIME IN
HOUR   MINUTES   SECONDS, IT DOES THE REST.

ROMMON 2.3

A MACHINE LANGUAGE MONITOR PROGRAM SENT ON A
ROM, IC CHIP, EASY TO INSTALL AND PACKED WITH
FEATURES THAT MAKE IT A MUST FOR EVERY SERIOUS
PROGRAMMER. WITH ROMMON INSTALLED YOU CAN PRESS
THE RESET KEY WITHOUT LOSING YOUR PROGRAM. IF
YOUR PROGRAM WAS IN BASIC, PRESS ONE KEY AND
YOUR BACK.
ROMMON 2.3 FEATURES:
  **1. CLEAR SCREEN (TEXT GRN) & HOME CURSOR
  **2. CLEAR SCREEN W/ANY COLOR OR SHAPE
    3. SET A BREAKPOINT (MACHINE LANGUAGE)
    4. DISPLAY 6800 REGISTER CONTENTS @ BREAK
    5. FIX COMMAND TO REMOVE BREAKPOINT
    6. GOTO COMMAND (SAME AS G IN APF MONITOR)
    7. MODIFY MEMORY (LIKE M IN APF, BETTER)
    8. EXAMINE MEMORY IN ASCII AND HEX
    9. SEARCH MEMORY FOR PARTICULAR INFORMATION
 **10. MOVE INFORMATION IN MEMORY
 **11. CLEAR A BLOCK OF MEMORY WITH ANY VALUE
   12. DISPLAY ONE 6800 INSTRUCTION PER LINE
 **13. LOAD ONLY THE SCREEN DISPLAY OF A TAPE
       PROGRAM
 **14. STOP CLOAD IF ENTERED BY MISTAKE
 ##15. SHUTS OFF LIGHTS & PUTS DOG OUT

   ** INDICATE DIRECTLY FROM BASIC
   ## INDICATES NOT REALLY/LIL HUMOR

ROMMON 2.3 WILL NOT EFFECT ANY OF YOUR EXISTING
PROGRAMS, IT ENHANCES YOUR OPERATION. IT IS
COMPLETELY COMPATABLE W/ ALL APF EQUIPMENT.
INSTALLATION IS EASY, DETAILED INSTRUCTIONS
SHOW YOU WHERE TO PLUG IN THE CHIP (EXISTING
SOCKET), AND WHERE TO SOLDER A JUMPER WIRE.
IF YOU ASK FOR PRINTER OUTPUT, ALL MONITOR
FUNCTIONS WILL GO TO BOTH THE SCREEN AND THE
PRINTER. THE EXAMINE COMMAND WILL DISPLAY MORE
INFO PER LINE WHEN THE PRINTER'IS ON, HENCE
LESS PAPER USED. THE REPEAT KEY IS FULLY
SUPPORTED.
ROMMON 2.3 REPLACES OUR PREVIOUS INTERRUPT
BREAK KIT, USING THE SAME IC SOCKET.

DEPTH CHARGE

BE A DESTROYER CAPTAIN, CONTROL YOUR SHIPS
SPEED AND DROP DEPTH CHARGES ON THE SUB'S
MANUEVERING BELOW IN THIS FAST ACTION ARCADE
TYPE GAME. ITS HIGH RES ON THE HIGH SEAS.
(COLOR MNTR REQ'D)
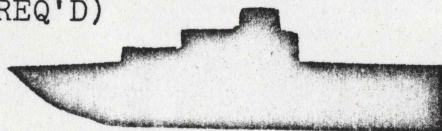
LOGIC

A MASTERMIND TYPE BOARD GAME FOR THINKERS OR
THOSE WHO WANT TO BE. (ADULTS ENJOY THIS ONE)

MAZE

USING YOUR JOYSTICK SLIDE THRU THE MAZE, ITS
AMAZINGLY DIFFERENT EACH TIME.
(FOR THE YOUNGSTERS)

TORPEDO!

BE A SUBMARINE COMMANDER SEARCHING THE BAZA
STRAITS FOR THE ENEMY CONVOY. DESTROYERS ARE
MANUEVERING ABOVE SEARCHING FOR YOU IN THIS
GAME OF NAVAL STRATEGY. SINK THE CARGO SHIP AND
THE COMPUTER PLAYS TAPS. (THOUGHT REQUIRED)
(COMES WITH BAZA STRAITS GRID MAP)

8K KIT

EXPAND YOUR IM-1 TO 16K W/O THE REQUIRED
INTERFACE AND CARTRIDGE. YOUR SYSTEM WILL
OPERATE IN THE SAME MANNER AS IF YOU HAD
INSTALLED THE INTERFACE. CAN ALSO BE USED
WITH THE INTERFACE TO GIVE AN EXTRA PORT.
THE KIT CONSISTS OF AN EPOXY MODULE, AFEW
MEMORY CHIPS AND DETAILED INSTALLATION
INSTRUCTIONS. THE 4 WIRES COMING FROM THE
EPOXY MODULE ARE SOLDERED TO THE POINTS
INDICATED. THEN AFEW MEMORY CHIPS ARE
REMOVED FROM THEIR SOCKETS AND REPLACED.

WORD PROCESSOR

WE PRESENTLY HAVE A POWERFUL WORD PROCESSOR
UP AND RUNNING ON THE IM-1. THIS PROCESSOR
OPERATES ON DISK ONLY. THE QUESTION THAT
ARISES PERTAINS TO COPYRIGHT LICENSE AGREE-
MENTS. SO WE NEED TO KNOW HOW MANY OF THE
IM-1 OWNERS WOULD WANT TO PURCHASE THIS UNIT
WITHIN A REASONABLE PERIOD OF TIME AND AT A
COST OF APPROX. $80. (THE PRICE COULD VARY,
DEPENDING ON THE FINAL AGREEMENTS AND NUMBER
OF UNITS). IF YOU WOULD BE INTERESTED IN A
POWERFUL WORD PROCESSOR, DROP US A LINE AND
LET US KNOW, MAYBE, I THINK, FOR SURE.

SAY GOOD BYE MR R

GOOD BYE